



Substance Painter - Fire Hydrant

First, Google search Fire Hydrant 3D model, and reference picture, as reference concept

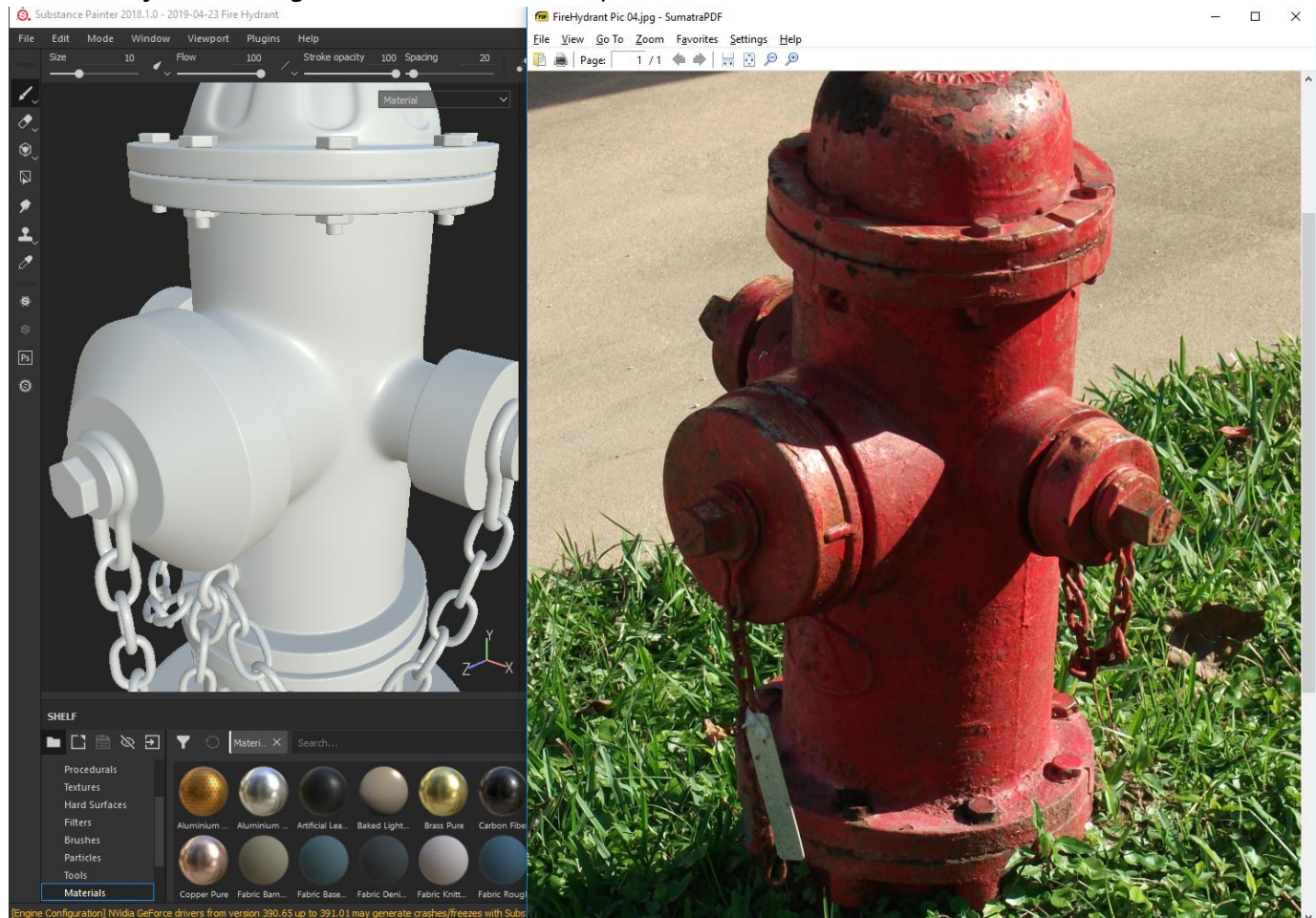
3D model:



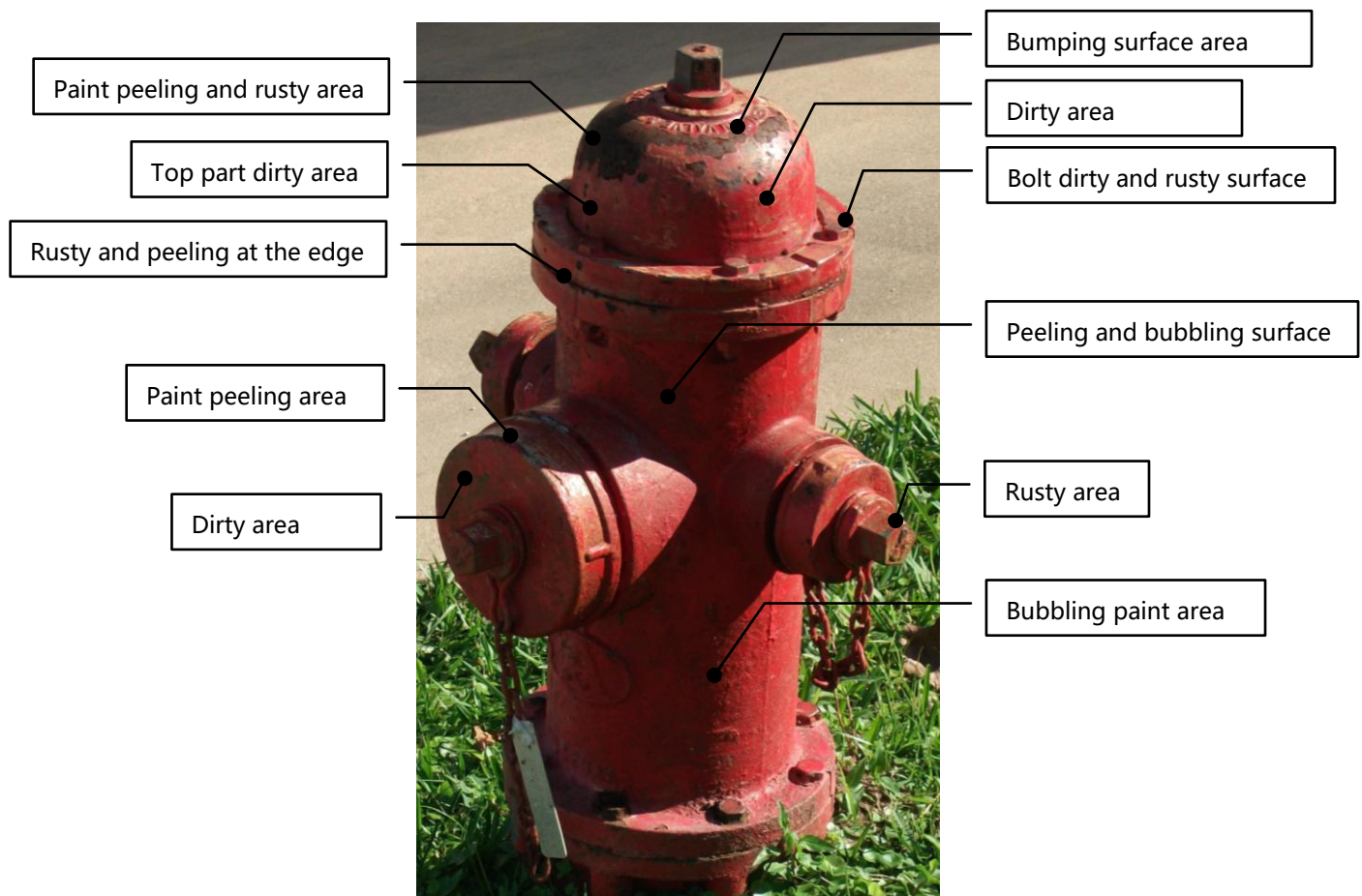
Reference picture:

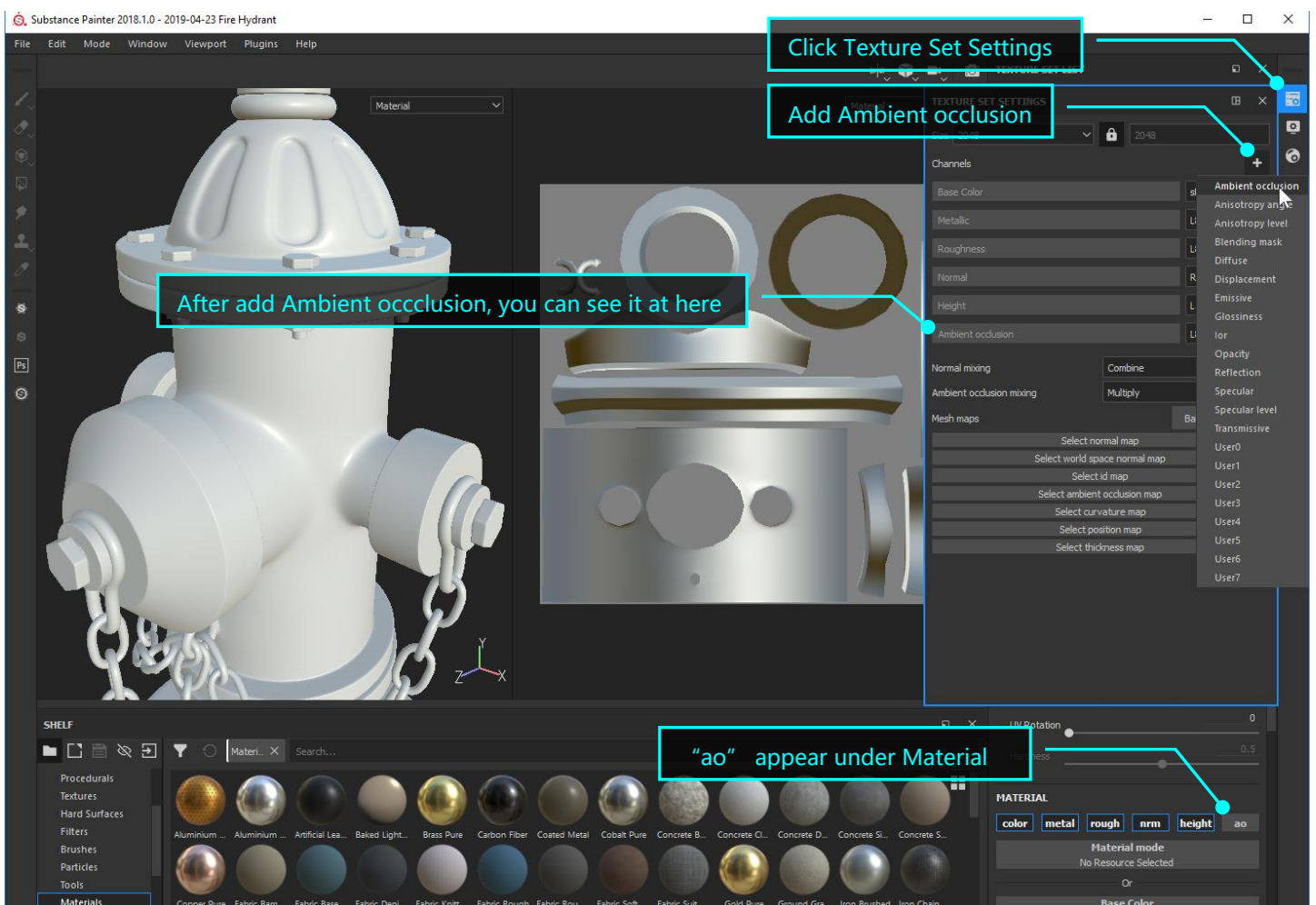
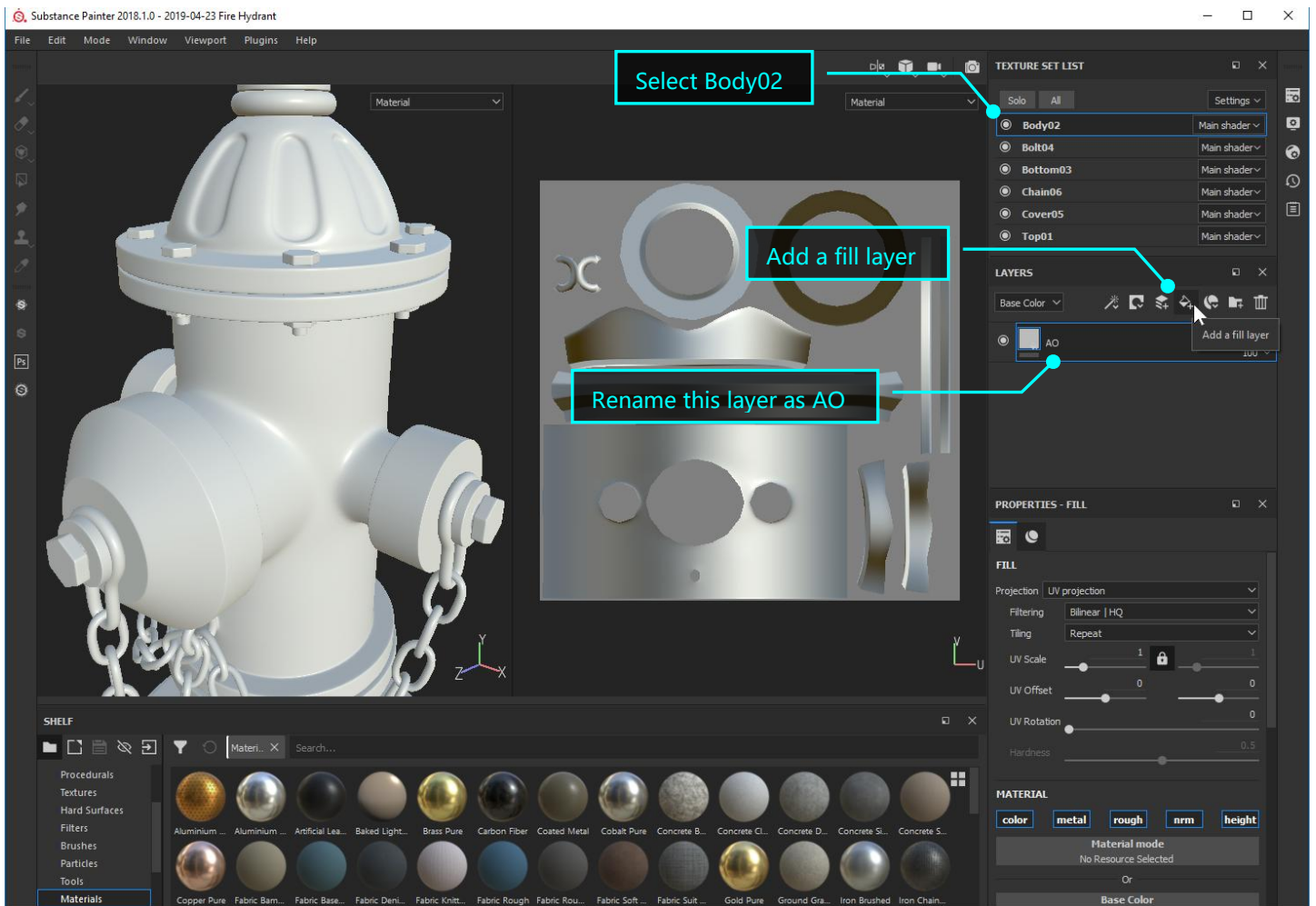


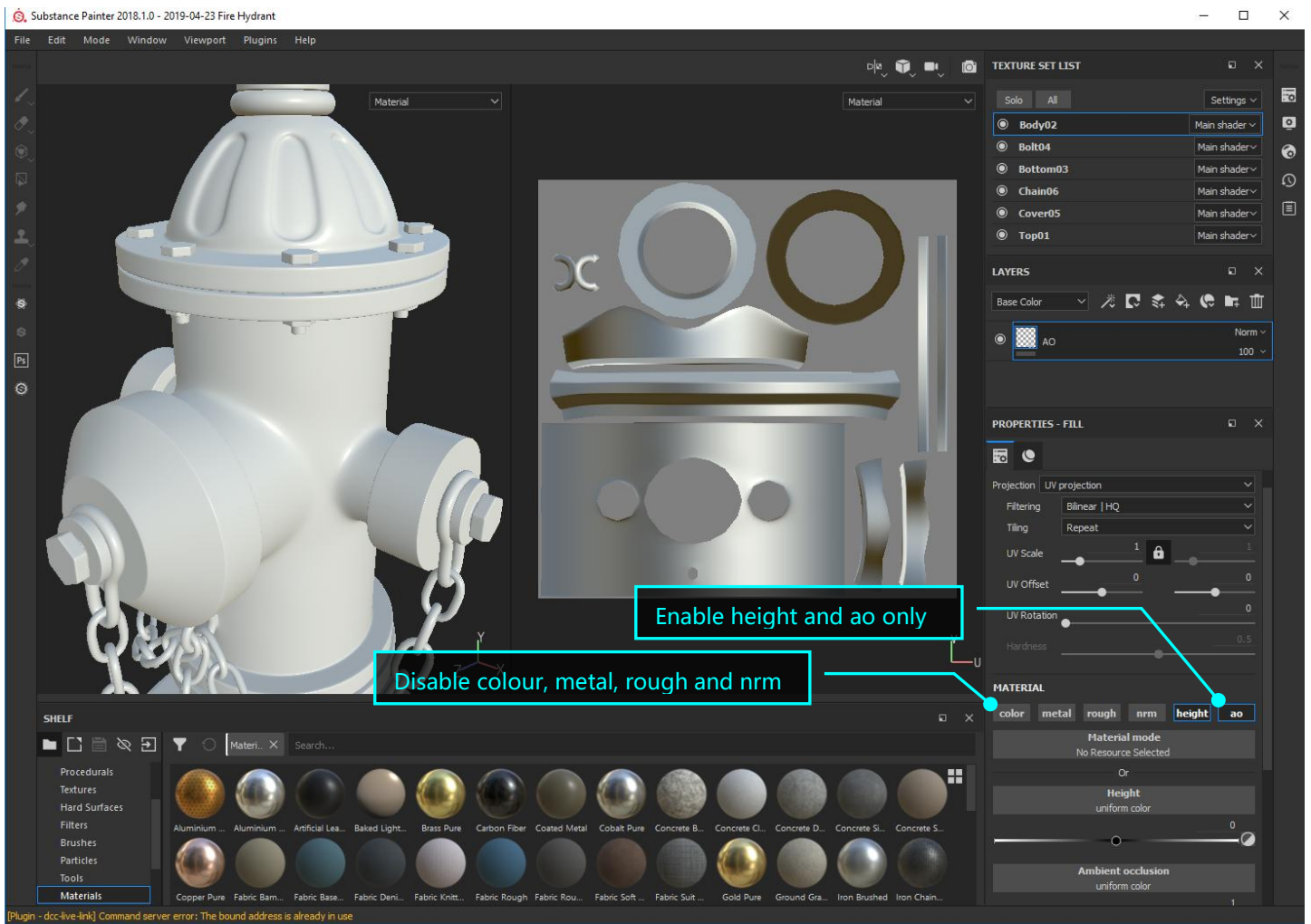
Next we adjust view angle, similar like reference picture



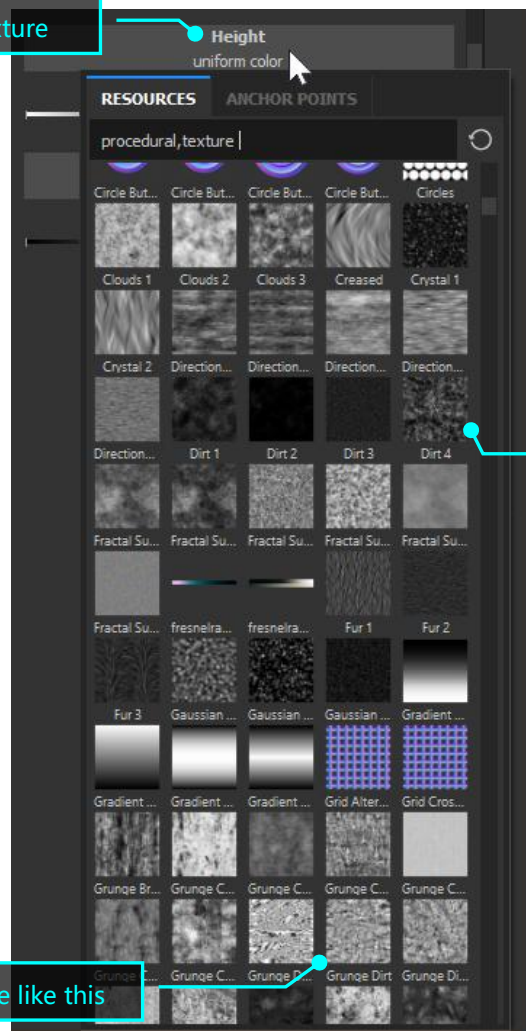
Here we analyze the fire hydrant appearance, color, dirt, bump, roughness, discoloration, peeling, rusting and etc...



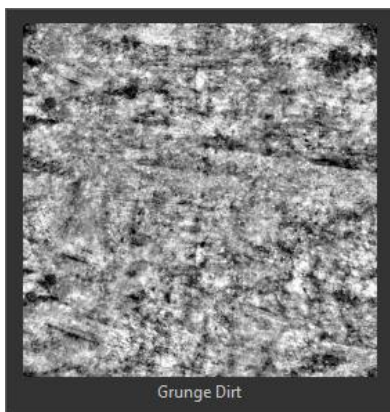




Click Height, and select bump texture



You can select Dirt 4 texture, or



or you can try other similar texture like this

